

(19)



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(11)

EP 0 830 881 A2

(12)

## EUROPEAN PATENT APPLICATION

(43) Date of publication:  
25.03.1998 Bulletin 1998/13(51) Int. Cl.<sup>6</sup>: A63F 9/22  
// G06F161:00

(21) Application number: 97116666.5

(22) Date of filing: 24.09.1997

(84) Designated Contracting States:  
AT BE CH DE DK ES FI FR GB GR IE IT LI LU MC  
NL PT SE

(30) Priority: 24.09.1996 JP 251815/96

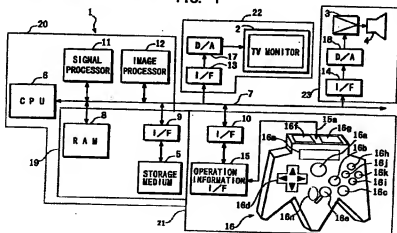
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## (54) Simulative golf video game system

(57) A simulative golf game system is capable of producing a game image having a guide image regarding a stance setting (Ar1), enabling the game player to easily recognize based on which stance the game is going to be played. The guide image represents a power meter whose scale increases and decreases

according to a spacing between the feet. The foot spacing determines the power applied for the shot, and influences the flying distance of the golf ball, thereby making the game more real.

FIG. 1



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